

## IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for control of a device (~~1<sub>a</sub>~~, ~~1<sub>b</sub>~~, ~~1<sub>e</sub>~~), ~~which method~~ comprises comprising:
  - visually presenting a number of user options for the device to be controlled (~~1<sub>a</sub>~~, ~~1<sub>b</sub>~~, ~~1<sub>e</sub>~~);
  - aiming a pointing device (~~2~~) comprising a camera (~~3~~) at the visual presentation (~~4<sub>a</sub>~~, ~~4<sub>b</sub>~~, ~~4<sub>e</sub>~~, ~~4<sub>d</sub>~~, ~~4<sub>e</sub>~~) of the user options to choose a desired option;
  - generating an image (~~5~~) of a target area (~~6~~) aimed at by the pointing device (~~2~~);
  - comparing the target area image (~~5~~) with a pre-defined template of the visual presentation (~~4<sub>a</sub>~~, ~~4<sub>b</sub>~~, ~~4<sub>e</sub>~~, ~~4<sub>d</sub>~~, ~~4<sub>e</sub>~~) to determine the chosen option.
2. (Currently Amended) [[A]] The method according to claim 1, ~~where~~ wherein a source of a concentrated beam of light (~~7~~) attached to the pointing device (~~2~~) shows the user (~~8~~) a light point (~~P<sub>L</sub>~~) in the visual presentation (~~4<sub>a</sub>~~, ~~4<sub>b</sub>~~, ~~4<sub>e</sub>~~, ~~4<sub>d</sub>~~, ~~4<sub>e</sub>~~) at which the pointing device (~~2~~) is aimed.
3. (Currently Amended) [[A]] The method according to claim 1, ~~where~~ wherein the chosen option is determined by locating a point in the template corresponding to a target point in the visual presentation (~~4<sub>a</sub>~~, ~~4<sub>b</sub>~~, ~~4<sub>e</sub>~~, ~~4<sub>d</sub>~~, ~~4<sub>e</sub>~~) at which the user (~~8~~) has aimed the pointing device (~~2~~).
4. (Currently Amended) [[A]] The method according to claim 3, ~~where~~ wherein the light point (~~P<sub>L</sub>~~) is located in the target area image (~~5~~) and is taken to be the target point.
5. (Currently Amended) [[A]] The method according to claim 3, ~~where~~ wherein a fixed point (~~P<sub>T</sub>~~) in the target area image (~~5~~) is taken to be the target point.
6. (Currently Amended) [[A]] The method according to claim 1, ~~where~~ wherein a desired option is selected by the user (~~8~~) by aiming the pointing device (~~2~~) at the desired option

in the visual presentation (~~4<sub>a</sub>~~, ~~4<sub>b</sub>~~, ~~4<sub>e</sub>~~, ~~4<sub>d</sub>~~, ~~4<sub>e</sub>~~) and pressing a button (~~11~~) on the pointing device (~~2~~).

7. (Currently Amended) [[A]] The method according to claim 1, ~~where~~ wherein the desired option is selected by the user (~~8~~) by moving the pointing device (~~2~~) over the visual presentation (~~4<sub>a</sub>~~, ~~4<sub>b</sub>~~, ~~4<sub>e</sub>~~, ~~4<sub>d</sub>~~, ~~4<sub>e</sub>~~) in a pre-defined pattern.

8. (Currently Amended) [[A]] The method according to claim 1, ~~where~~ wherein the target point is determined using computer vision algorithms.

9. (Currently Amended) [[A]] The method of claim 1, ~~where~~ wherein the target point is determined by a method comprising the following steps:

detecting distinctive points in the target image (~~5~~) of the visual presentation (~~4<sub>a</sub>~~, ~~4<sub>b</sub>~~, ~~4<sub>e</sub>~~, ~~4<sub>d</sub>~~, ~~4<sub>e</sub>~~);

determining corresponding points in the template of the visual presentation (~~4<sub>a</sub>~~, ~~4<sub>b</sub>~~, ~~4<sub>e</sub>~~, ~~4<sub>d</sub>~~, ~~4<sub>e</sub>~~);

developing a transformation for mapping the points in the target image (~~5~~) to the corresponding points in the template;

using the transformation to determine the position and aspect of the pointing device (~~2~~) relative to the visual presentation (~~4<sub>a</sub>~~, ~~4<sub>b</sub>~~, ~~4<sub>e</sub>~~, ~~4<sub>d</sub>~~, ~~4<sub>e</sub>~~);

locating the intersection point of a certain axis of the pointing device (~~2~~) with the visual presentation (~~4<sub>a</sub>~~, ~~4<sub>b</sub>~~, ~~4<sub>e</sub>~~, ~~4<sub>d</sub>~~, ~~4<sub>e</sub>~~).

10. (Currently Amended) [[A]] The method according to claim 1, ~~where~~ wherein the visual presentation of the device options (~~4<sub>b</sub>~~, ~~4<sub>e</sub>~~, ~~4<sub>e</sub>~~) is presented in static form.

11. (Currently Amended) [[A]] The method according to claim 1, ~~where~~ wherein the visual presentation of the device options (~~4<sub>a</sub>~~, ~~4<sub>d</sub>~~) is presented dynamically.

12. (Currently Amended) [[A]] The method according to claim 1, ~~where~~ wherein one or more target area images (~~5~~) of user options for a plurality of devices to be controlled (~~4<sub>a</sub>~~

1<sub>b</sub>, 1<sub>e</sub>) are generated and compared to pre-defined templates and, depending on the option chosen, one or more of the plurality of devices (1<sub>a</sub>, 1<sub>b</sub>, 1<sub>e</sub>) are controlled accordingly.

13. (Currently Amended) A user interface for control of a device (1<sub>a</sub>, 1<sub>b</sub>, 1<sub>e</sub>), said user interface comprising:

an accessing unit (12) for accessing pre-defined templates associated with visual presentations of user options for the device to be controlled (1<sub>a</sub>, 1<sub>b</sub>, 1<sub>e</sub>);

a pointing device (2) for aiming at a desired option in a visual presentation (4<sub>a</sub>, 4<sub>b</sub>, 4<sub>e</sub>, 4<sub>d</sub>, 4<sub>e</sub>) of the user options, comprising a camera (3) for generating an image (5) of a target area (6) of at least part of the visual presentation (4<sub>a</sub>, 4<sub>b</sub>, 4<sub>e</sub>, 4<sub>d</sub>, 4<sub>e</sub>);

an image interpreter (13) for locating the target area (6) or a point of the target area (6) in a pre-defined template in order to determine the chosen option.

14. (Currently Amended) [[A]] The user interface according to claim 13, further comprising a transmission interface (14) for transmitting the images (5) to a control unit (16) assigned to a device, (1<sub>a</sub>, 1<sub>b</sub>, 1<sub>e</sub>);

15. (Currently Amended) [[A]] The user interface according to claim 13, further comprising a display unit (15) for dynamically displaying a visual presentation (4<sub>d</sub>) of the user options for the device to be controlled (1<sub>a</sub>, 1<sub>b</sub>, 1<sub>e</sub>).

16. (Currently Amended) [[A]] The user interface according to claim 13, further comprising a hardcopy output unit/module for generating a static visual presentation of the user options for the device to be controlled (1<sub>a</sub>, 1<sub>b</sub>, 1<sub>e</sub>).

17. (Currently Amended) A ~~pointing device (2) for a~~ The user interface according to claim 13, wherein the pointing device includes ~~containing~~ a camera (3) for generating an image (5) of a target area (6) in the direction (D) in which the pointing device (2) is aimed.

18. (Currently Amended) A ~~pointing device (2)~~ The user interface according to claim 17, further comprising a light source (7) for illuminating the target area (6) at which the pointing device (2) is aimed.

19. (Currently Amended) A pointing device (2), extending along a longitudinal axis, ~~containing~~ comprising:

a camera (3) positioned in the pointing device (2) such that the camera (3) generates an image (5) of a target area (6) in front of the pointing device (2) in the direction (~~D~~), along the longitudinal axis of the pointing device (2), in which the pointing device (2) is aimed; and

a motion sensor that activates the pointing device.

20. (Currently Amended) A control unit (16) comprising a receiver (17) for receiving target area images (5) from a pointing device (2), an accessing unit (12) for accessing predefined templates associated with visual presentations (~~4<sub>a</sub>, 4<sub>b</sub>, 4<sub>c</sub>, 4<sub>d</sub>, 4<sub>e</sub>~~) of user options for a device to be controlled (~~1<sub>a</sub>, 1<sub>b</sub>, 1<sub>c</sub>~~), and an image interpreter (13) for locating the target area (5) or a point of the target area (5) in a pre-defined template in order to determine ~~[[the]]~~ a chosen option.

21. (Cancelled)